Motivating Your Students with Rules, Routines, and Rewards

This session will define classroom rules, routines, and rewards in the English language classroom, their role in well-managed classes, and how their creation and effective use leads to learner engagement.

During this presentation, we will:

- consider ways to achieve buy-in from students for classroom rules
- identify successful routines for different lesson stages
- explore the use of tangible and intangible rewards
- examine relevant activities that can be implemented in a range of classes, taking into account differing ages, language levels, sizes of classes, and technology access









Lisa Morgan and Sara Denne-Bolton



Lisa is a TESOL consultant and a retired U.S. Department of State Regional English Language Officer (RELO). She is a former professor and director of a university TESOL program, Peace Corps volunteer, English Language Fellow, Fulbright Scholar to Belarus, and has carried out nineteen English Language Specialist programs. She has also taught English at an American university and in adult and intensive language programs.



Sara is a TESOL consultant and former RELO. She has conducted TEFL training in 26 countries. In the United States, she taught English to international students, immigrants, and refugees; delivered TESOL Certificate courses; trained in-service teachers; and coordinated corporate language programs. She was an English Language Fellow in Rwanda and Croatia and has completed eleven English Language Specialist programs.





U.S. DEPARTMENT OF STATE



Motivating Your Learners with Rules, Routines, and Rewards



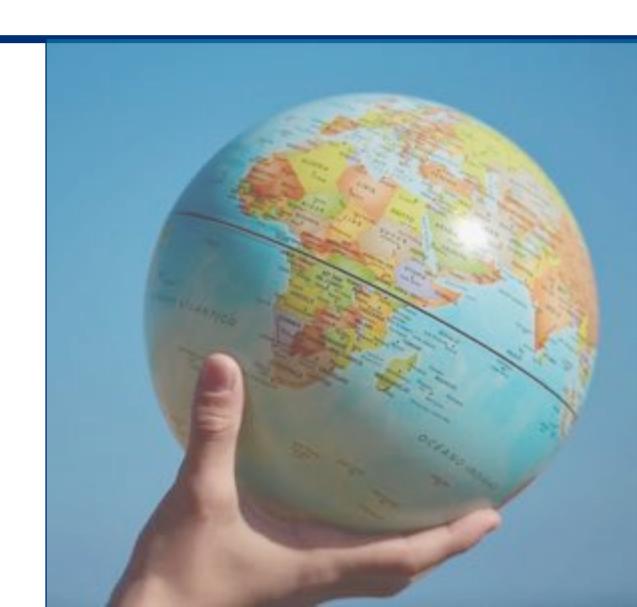


© 2019 by Lisa Morgan and Sara Denne-Bolton. *Motivating Your Students with Rules, Routines, and Rewards* for the Office of English Language Programs. This work is licensed under the Creative Commons Attribution 4.0 License, except where noted. To view a copy of the license, visit: http://creativecommons.org/licenses/by/4.0/

Our Roadmap: The 3Rs

- 1. Rules
- 2. Routines
- 3. Rewards

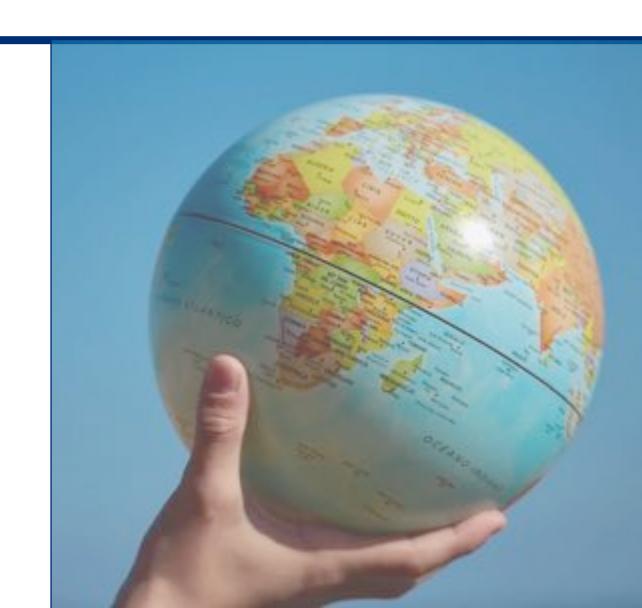
...Lead to motivation!



Our Roadmap: The 3Rs

- 1. Rules
- 2. Routines
- 3. Rewards

...Lead to motivation!



Let's Hear From You!



How do rules support learning in the ELT classroom?

Reasons for Rules

Rules support language learning because they:

- ✓ Create a well-managed and organized class
- ✓ Provide students with needed *structure*
- ✓ Make the classroom a safe place
- ✓ Give students *limits* or *frame their choices*
 - Limits without choices
 - Choices with limits



Making Classroom Rules

- ✓ Set at the beginning of school term
- ✓ Limit the number to 4-6
- ✓ Use simple wording; easier to remember and follow
- ✓ Use positive language

Instead of: Don't interrupt classmates.

Try using: Listen to each other.

Wait for your turn to speak.



Using Classroom Rules

- ✓ Put rules on a large poster on the wall to refer to
- ✓ Model the rule behavior that is expected
- ✓ Have student demonstrate rules
- ✓ Revisit or reteach rules



Let's Hear From You!



Who makes the classroom rules?

Let Learners Make Class Rules

- Groups brainstorm rules
- Groups post lists
- Students and teacher discuss ideas on all lists
- Together create final list of rules



Poster Examples



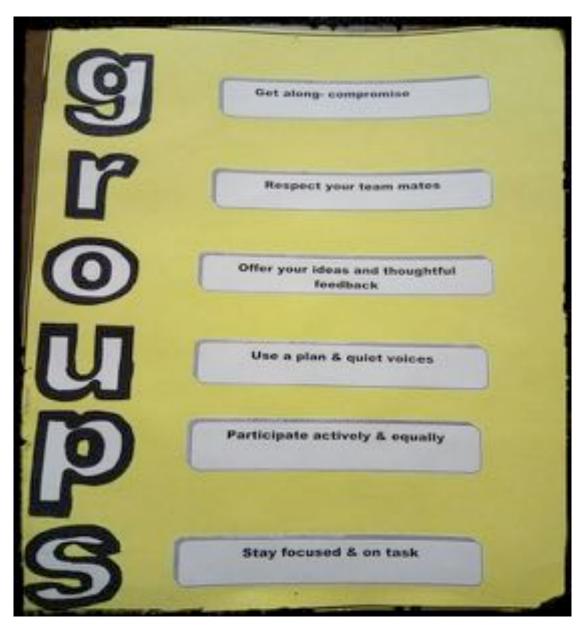
1. Classroom Rules Poster



2. Classroom Rules Poster



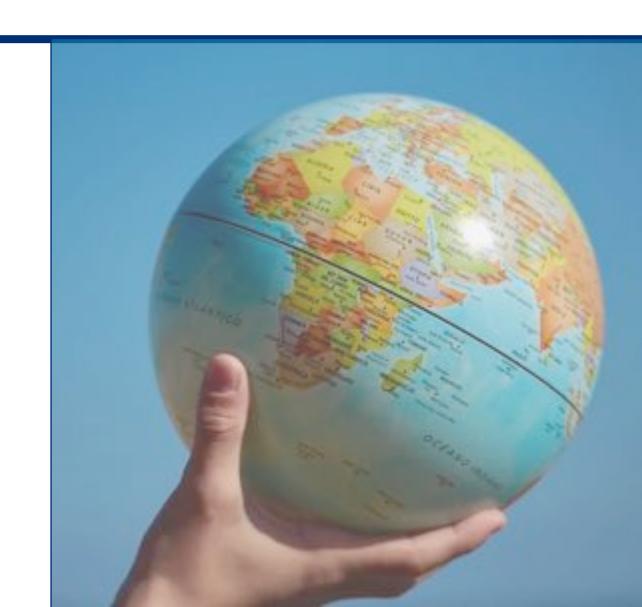
3. Classroom Rules Poster



Our Roadmap: The 3Rs

- 1. Rules
- 2. Routines
- 3. Rewards

...Lead to motivation!



Let's Hear From You!

When do you use routines in your classes?



Effective Classroom Routines

- Create a recognizable pattern for daily classes
- Give clear openings, middles, and closings
- Are familiar to learners
- Happen regularly at different points in the lesson



Why Do We Need Routines?

Smooth transitions allow more time for learning

Provide security and build learner confidence



Let's Hear From You!



What do you do at the start of every class?



Opening Routine 1: Daily Quote

- The teacher writes a quote on the board
- Learners write what they think about it

Examples:

"Minds are like a parachutes; they only function when open."

- Thomas Dewer

"There is nothing in a caterpillar that tells you it is going to be a butterfly."

- Buckminster Fuller

Opening Routine 2: Share One Word

Learners think of one word to describe their mood – then say their word quickly in turn



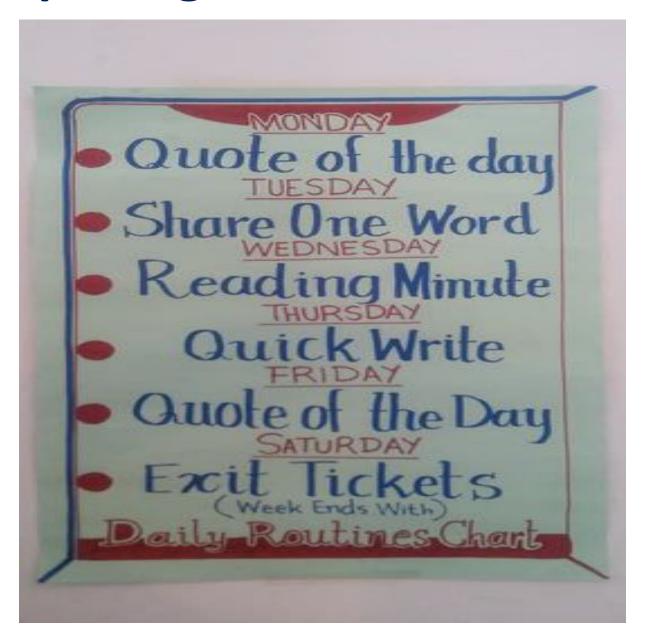
Opening Routine: 3. Quick Write





The teacher gives a writing prompt. Learners don't have to worry about grammar, punctuation, or spelling, but must KEEP THE PEN ON THE PAGE AND KEEP WRITING!

Example: Opening Routines Schedule



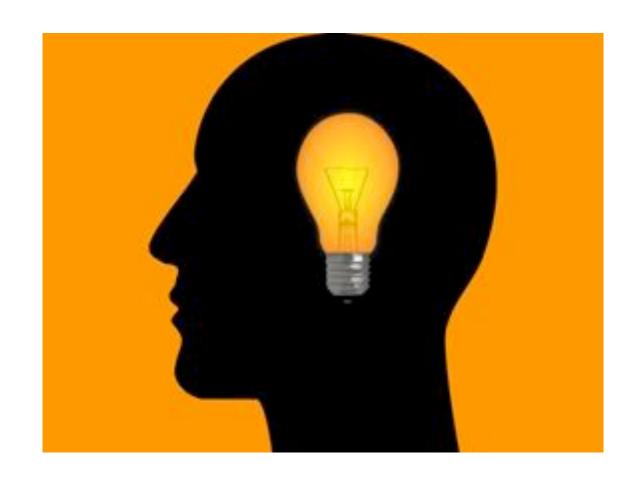
Let's Hear From You!

How do you stop your learners from getting bored?



In the Middle: Take Mini-Breaks!

- Physical brain breaks
- Think, Pair, Share to refocus
- Vary activities



Let's Hear From You!

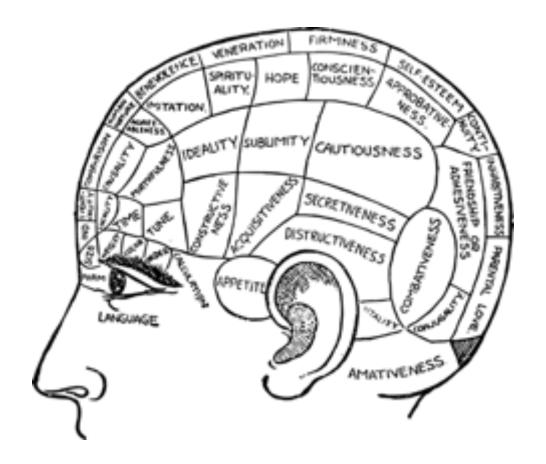


What do you do at the end of every class?

Closing Routine 1: Pair Recap

In pairs, learners verbally summarize what they

learned in class that day



Closing Routine 2: Grab a Goal!

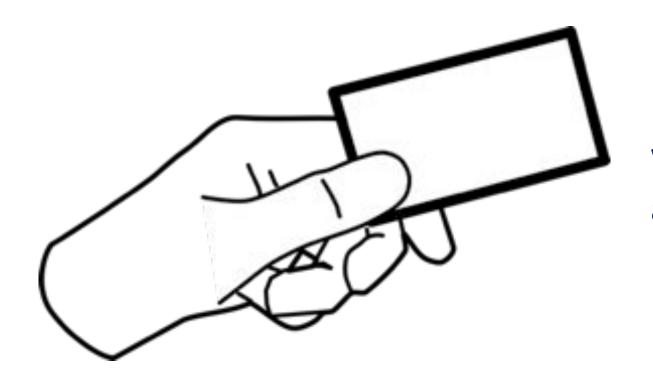
Learners write a goal for what they want to learn or achieve during the next day of class



Example Goal Checklist for Lower Levels

Tomorrow, I will	
Ask a question in my group	✓
Sharpen my pencil before class	
Write down the homework	

Closing Routine 3: Exit Tickets

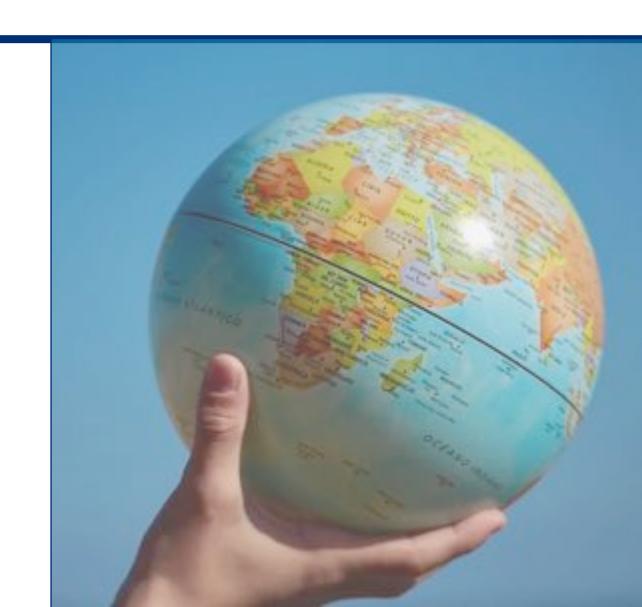


Before they can leave, learners write two things they learned and one question they still have

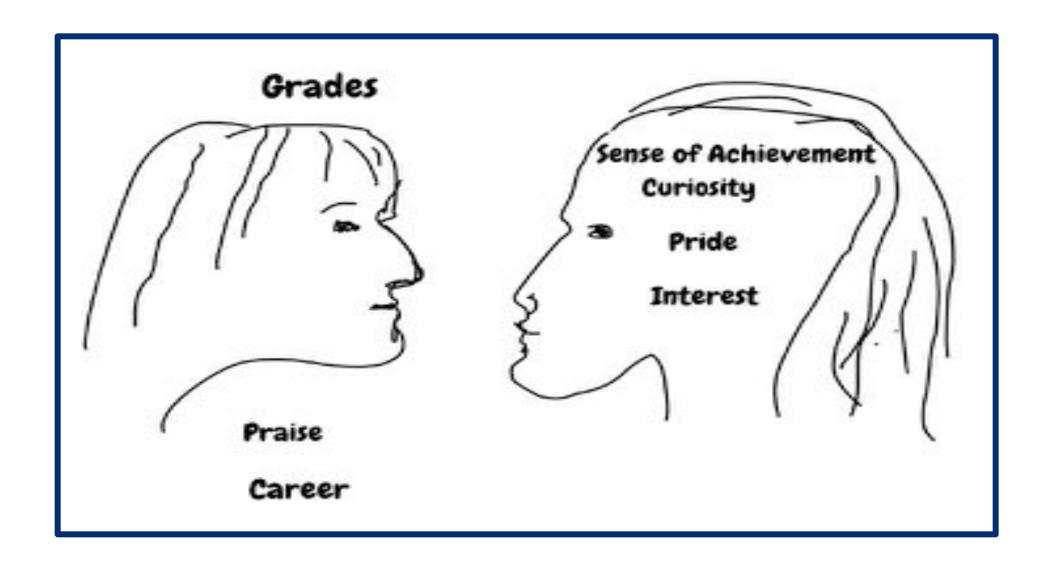
Our Roadmap: The 3Rs

- 1. Rules
- 2. Routines
- 3. Rewards

...Lead to motivation!



Motivations



Extrinsic Motivation

Learners are motivated to learn, do well, behave by meeting high expectations of **others**, such as parents or teachers.



Characterized by *factors* external to the self

Intrinsic Motivation

Learners have high expectations for **themselves**, are motivated to learn, do well, and behave because of personal interest in the subject and learning for learning's sake.



Characterized by factors internal to the self

Let's Hear From You!

Do your learners try hard to learn English for **extrinsic** or **intrinsic** reasons?



Tangible Rewards

Material incentives

Physical rewards you can see or touch

For example: toys, balloons, stickers, awards, candy







Intangible Rewards

Praise, a smile, a public acknowledgement, or special privileges



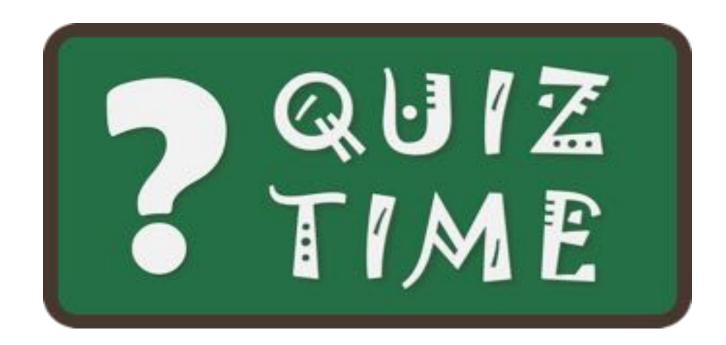
Positive Rewarding (adapted)

	Say This	Not This
Positive and Non- Judgmental	Thanks for raising your hand and waiting to be called on.	Thanks for <i>finally</i> following classroom rules and <i>not shouting</i> your answer.
Specific	You did a really nice job staying in your seat and keeping your hands and feet to yourself.	Thanks for <i>not disrupting</i> the class today.
Sincere	Awesome job taking turns during recess today. It looked like you were having a great time with your friends.	You're the <i>nicest</i> !
Immediate and Near Student	[Whispered] Thanks for using an inside voice. Keep up the good work.	[From across the classroom] Good job last week with your inside voice.

Tangible or Intangible Rewards Quiz

Instructions:

- Number your paper 1 to 5
- Put a **T for Tangible** or an **I for Intangible** next to each number, if you think the stated reward is Tangible or Intangible





PRACTICE QUESTION

1. Learner allowed to sit next to a friend for the next lesson

Is it Tangible or Intangible?

Tangible or Intangible Rewards Quiz

- 2. Learner receives a piece of candy each time he or she behaves well during group work
- 3. Learner chooses a poem, book or lyrics of a song to read aloud in class
- 4. Learner is awarded a certificate of recognition for good behavior
- 5. Learner gets permission to volunteer time in a classroom of younger children learning English

Rewards Quiz - ANSWERS

- 2. Learner receives a piece of candy each time he or she behaves well during group work **TANGIBLE**
- 3. Learner chooses a poem, book or lyrics of a song to read aloud in class **INTANGIBLE**
- 4. Learner is awarded a certificate of recognition for good behavior **TANGIBLE**
- 5. Learner gets permission to volunteer time in a classroom of younger children learning English **INTANGIBLE**

Let's Hear From You!



What rewards do you give for hard work, excellent grades, or good behavior?

Marble Jar - Reward Game



- Gives visual representation to motivate learners
- A way to recognize whole class effort and build class cohesion
- When jar is full, class gets reward of their choice from teacher's list

Exit Ticket: A Question to Consider

Which activity from this 3 Rs—Rules, Routines, and Rewards—webinar would motivate your students and YOU?



References

- What to do When Kids Break the Rules
 https://www.scholastic.com/teachers/articles/teaching-content/what-do-when-kids-break-rules/
- Opening and Closing Routines
 https://www.edutopia.org/blog/6-opening-and-closing-routines-new-teachers-rebecca-alber
- Marble Jar Reward Game
 http://www.theteachertoolkit.com/index.php/tool/marble-jar-rewards-system
- Reward Systems That Work: What to Give and When to Give It!
 https://www.educationworld.com/a curr/curr301.shtml

Image Attributions

- Rules: Creative Commons 3 "Rules" <u>CC BY-SA 3.0</u> Nick Youngson http://www.nyphotographic.com/
 http://www.thebluediamondgallery.com/wooden-tile/r/rules.html
- Man Thinking with Pencil: Man Thinking Clip Art, openclipart.org
- Clock: Wall Analog Clock, Public domain, openclipart
- Parachute: Field Manual 31-19, Special Forcers Military Free-Fall Parachuting 1977, Department of U.S. Army, Public Domain
- Brain: CC BY-NC 4.0 License, Psychological Drawing

Thank you!

Email: americanenglishwebinars@elprograms.org

AE Live - Ning Community of Practice: <u>americanenglishwebinars.com</u>

AE for Educators Facebook page: <u>facebook.com/AmericanEnglishforEducators</u>

AE website: <u>americanenglish.state.gov</u>

AE YouTube channel: youtube.com/StateAmericanEnglish

AE Facebook page: facebook.com/AmericanEnglishatState

